

OCTOBER 2007

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FIFA 08?

CAN YOU KEEP THE BALL AS THE DEFENCE SWARM ROUND YOU LIKE A PACK OF BEES? CAN YOU DRIBBLE, PASS, MOVE INTO SPACE? CAN YOU CURL THAT BALL SWEETLY INTO THE TOP CORNER? CAN YOU DOMINATE, TERRORISE THE PITCH AND BRING GLORY HOME?

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ED'S NOTE

You may have noticed that there was no E3 supplement this year with NAG, no little catalogue filled to the brim with gaming pleasures for you to anticipate. This was partly due to E3 changing the size and scope of its expo to something smaller, more manageable and infinitely less interesting, and partly because E3 has never been that pertinent to the South African market. As a European territory, South Africa is locked into the whims of the European game distribution economy and all that it entails – we are a PAL region, if you wanted to learn the lingo of the media partner.

The Games Convention (also known as the Leipzig Games Convention) was a natural choice while considering a replacement expo to cover, what with it being much more focused on the European territories and release schedules. As an annual video game event in Leipzig, Germany (first held in 2002), the event also covers Infotainment, Hardware and Edutainment. The Games Convention was conceived by the German Federal Association for Entertainment Software (*Bundesverband für Interaktive Unterhaltungssoftware*, if you want to know the German), and unlike E3, is publicly accessible.

Usually held in the last week of August, The Games Convention has attracted over 185,000 visitors in 2007 alone, with over 500 exhibitors, over 12,000 professional attendants and over 3,000 journalists. Rivalling only the Tokyo Game Show as the biggest games event in the world, the Games Convention this year was three times the size of the trade-only 2006 E3 show in Los Angeles.

All of this culminates into what you hold in your hands: the new Games Convention 2007 NAG supplement – filled to the brim with gaming pleasures for you to anticipate. It's a much more focused collation of the gargantuan amount of gaming information released at the Games Convention this year. There was simply too much gaming at the Games Convention to cover it all in detail, so we decided to sweat the details for you and provide only the best, the exciting and the most interesting.

The future of gaming looks decidedly bold and bright, if the sheer success of the Games Convention is anything to go by. We hope you'll enjoy this new portal into the larger gaming picture, and hope you'll find the Games Convention supplement an adequate prodigy of what was, and for what will be.

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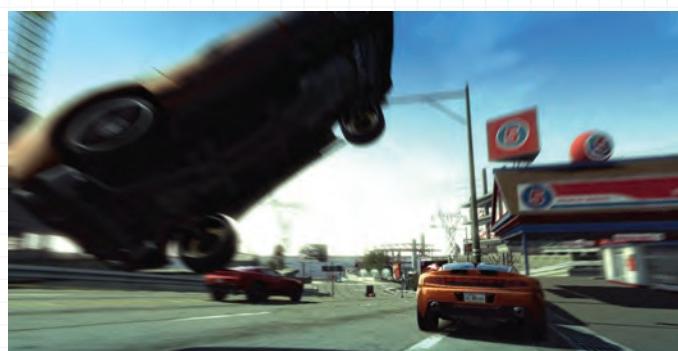
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Jump in.

XBOX 360™

It's in the Leipzig!

At Leipzig this year, we spent a little quality time at the Electronic Arts business complex. Away from the crowds, surrounded by exotic food and positioned close to the beer tap, we weren't leaving. After stuffing our faces with miniature meatballs dipped in some tangy orange sauce and washing it all down with a few beers, some EA management types started speaking in hushed tones and looked in our direction... It was time to do some actual work. This short, two-page spread is a summary of what we saw, and in future issues of *NAG*, we'll start giving these titles the space they deserve. So without further padding...



Depending on your particular taste in games, *Crysis* is looking to be the best FPS we'll see this year and probably well into 2008. This game wasn't exactly exclusive and was available to play on the show floor. Considering that we've covered *Crysis* to death and will be all over the review like a pack of termites on wood when it drops, we'll leave all the gushing and praise for the right time. Nevertheless, it's going to be a technical masterpiece that'll give the genre a hard shove into the future, no matter what the critics say.

The next booth featured *Command & Conquer 3: Kane's Wrath* and it'll up the stakes significantly when it comes to expansions. The developers were rather eager to explain that most of the new features, tweaks and fixes to the core game are a direct result of fan input, saying that they take their product very seriously and are committed to giving the fans what they want. This new expansion features six new sub-factions as well as heaps of new toys to play with, but more importantly, it links and ties up all the loose ends between then and now in terms of *Command & Conquer* lore. The Xbox 360 version was also shown and now features a slick radial interface that looks set to change the way console gamers play strategy games forever. Get ready for it soldiers... In the name of Kane!

Booth number three featured the game we really came all the way to Germany to see: *Burnout: Paradise*. umm, in a word... yummy. The developers of this next instalment in the *Burnout* franchise have thrown

the baby out with the bathwater and started from scratch. It's an entirely new game but most importantly, 'feels' exactly like *Burnout: Revenge* in terms of control. The major difference is that instead of loading different racetracks, the entire world you play in is a big racetrack, and all races, challenges and crashes take place at street junctions. It's very different to what you expect and will require a mental gear-up to fully appreciate what the developers are trying to do here. The bottom line: if it controls like *Burnout*, crashes like *Burnout* and handles like *Burnout* it must be *Burnout*.

After a quick food, beer and toilet break, we hit door number four and entered the world of *Battlefield: Bad Company*, the next-generation consoles' answer to the popular massively multiplayer action games, *Battlefield 2* and *Battlefield 2142*, but now with destructible buildings and tight squad-based action. The short presentation we saw was a little bit like a rollercoaster ride: a build-up of anticipation followed by lots of excitement, a few thrilling moments and all ending too quickly. This is a game that has 'Play Me' stamped all over the box. The bonus is that it doesn't take itself too seriously, which is a refreshing change from most of the rest of the stuff we saw at the show in this category. It has a great story about renegade soldiers hunting for gold (similar to the movie *Three Kings*), features 'destructible everything' (from buildings to barns) and a slick, 24-player online multiplayer option that'll give all you console boys a taste of the goodness of *Battlefield*.





Next up was SKATE, Electronic Arts' stab at the *Tony Hawk* franchise. Explore a fictitious city, enter competitions, capture video footage and skate as if you're being chased by a rabid poodle. Essentially, it's completely different to anything *Tony Hawk*-related, but at the end of the day, it'll be judged by the fans of the genre and nothing we can say will make a difference either way.

Since we've covered most of the big guns and are out of space, here's a quick rundown of the rest.

- In *Army of Two* (third-person co-op action), everything is twice as good: two-man missions, two-man strategies, two-man advantage and of course, twice the chance that it'll either be good or terrible (PS3 and Xbox 360).
- *FIFA*, wait for it... 2008. It'll feature more soccer action in case you were wondering. For those of you bored with the whole annual sporting game reboot, the Wii version will do something new, different and challenging.
- *Medal of Honor: Airborne*... ah. The PC demo is on this month's

cover DVD so you can see for yourself.

- *Need for Speed: Pro Street*. This is actually a big one but we didn't manage to see it. So, boo on that.
- *The Sims 2 Castaway*. Think *The Sims 2* meets *Lost*.
- Almost done! Although we didn't see *The Simpsons Game*, it should be a hoot considering that the full cast from the TV show will give life to their digital counterparts. Great movie by the way.
- And finally... *Spore*: the biggest game ever if you listen to the ill-informed mainstream media. Sure, it'll be excellent based on what we've seen so far, but you have to wonder just how good it'll really be when it's sitting on your hard drive and you've played it for ten hours. With all the hype, it's hard to tell - guess we'll find out next year.

That's Electronic Arts at Leipzig in a nutshell. Please remember to think fondly of them because they're partially responsible for turning this supplement from concept into reality.





Ace Combat 6: Fires of Liberation

Developer: Project Aces | **Publisher:** Namco | **Genre:** Arcade sim | **Release:** Q4 2007

Migrating from its former hangar over at Playstation, the *Ace Combat* series makes its debut on Xbox 360, with all-new online multiplayer modes including free-for-all, deathmatch, team deathmatch, and co-op play for up to 32 aerial combatants. *Fires of Liberation* also features the new "Dynamic Operations System", allowing for anything up to six simultaneous and persistent skirmishes all around you, including the airspace, ground, and even out at sea.

PC PS2 PS3 PSP **360** WII DS



Naruto: Ultimate Ninja 2

Developer: CyberConnect2 | **Publisher:** Namco | **Genre:** Arcade fighting | **Release:** Q3 2007

Take on the ninja assassin's mantle of Naruto, Sasuke, Shikamura, Gaara and some 30 others, and battle it out for ultimate supremacy across 60 exhilarating missions spanning 16 unique stages. Master exotic jutsu forms including Sexy, Shadow Clone, Thousand Years of Death, Leaf Whirlwind, Human Boulder, and Barrage of Gentle Fists, as you move your way through the ninja ranks of the Chunin Exam and discover the world of Naruto.

PC **PS2** PS3 PSP 360 WII DS

Devil May Cry 4

Developer: Capcom | **Publisher:** Capcom | **Genre:** Action | **Release:** Q1 2008

Featuring not only a new Order of the Sword protagonist Nero, the next installment of the *Devil May Cry* series also sees the introduction of a new combat system revolving around the Holy Knight's sword, revolver, and bewitched "Devil Bringer" right arm. During the course of the game, Nero must come to terms with his new-found powers, as he confronts former DMC champion Dante, now inexplicably turned villainous murderer.

PC PS2 **PS3** PSP 360 WII DS



World of Warcraft: Wrath of the Lich King

Developer: Blizzard Entertainment | **Publisher:** Blizzard Entertainment | **Genre:** MMORPG | **Release:** 2008

Brave the winter wasteland of Northrend, home of the ghoulish Lich King Arthas. The second expansion to the phenomenally successful MMORPG brings along all sorts of must-have additions, including a level cap increase to 80, a first-of-its-kind Death Knight hero class, a new Inscription profession, siege weaponry and destructible environments, as well as the inevitable deluge of new quests, items, monsters, dungeons, and hours sucked out of your life.

PC PS2 PS3 PSP 360 WII DS



The Hunt

Developer: Orion Games | **Publisher:** Buka Entertainment | **Genre:** FPS | **Release:** Q1 2008

In a bleak and crime-ridden 2025, a new sort of lottery is introduced. Despite overwhelming odds, you find yourself the winner - black-marked by the extreme television show, *The Hunt*. As the unlucky star, you are now the government-sanctioned prey of roving gangs of bounty hunters, dubbed Beaters. So essentially, it's Stephen King's *Running Man*, but now with AGEIA PhysX technology. *The Hunt* also features deathmatch, team deathmatch, and survival multiplayer.

PC PS2 **PS3** PSP 360 WII DS



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Unreal Tournament 3

Developer: Epic Games | **Publisher:** Midway Games

Genre: FPS | **Release:** 2008

Having previously powered megamonoliths *Gears of War* and *Bioshock*, the *Unreal Engine 3* is finally returned to its natural habitat, the *Unreal Tournament* arena, now in its third incarnation. So there's no doubt it's going to razzle-dazzle our eyeballs, but what about the rough and tumble?

Gameplay modes include Deathmatch, Team Deathmatch, Capture the Flag, Vehicle Capture the Flag, and something dubbed Unreal Warfare, that resembles the monstrous union of *UT2004*'s Assault and Onslaught modes. In response to overwhelming demand, *UT3* sees the return of the Impact Hammer, Dual Enforcers, Sniper Rifle, and Tarydium Stinger, replacing the Shield Gun, Assault Rifle, Lightning Gun (good riddance), and Minigun respectively, while minor tweaks and improvements have been added to old favourites like the Flak Cannon and Rocket Launcher.

UT3's garage, meanwhile, features many vehicles from *UT2004*, including Axon Corporation models like the Mantra, Raptor, and Scorpion, as well as upgraded versions of the Goliath and Hellfire SPMA. Balancing these out is a range of Necris vehicles, including the highly manoeuvrable quick striker Viper, and the *War of the Worlds*-esque Darkwalkers. Finally, every player is equipped with their own hoverboard, for zooming around large maps. Wicked sick!

PC PS2 **PS3** PSP **360** WII DS



Operation Flashpoint 2: Dragon Rising

Developer: Codemasters | **Publisher:** Codemasters | **Genre:** FPS | **Release:** 2008

Moving forward from its predecessor's Cold War arena, *Operation Flashpoint 2* deploys players into a modern-day battleground on an island off the east coast of Russia. Someone has happily stumbled upon massive oil and natural gas reserves, and the cartels are closing in while China takes a sudden interest in its former territory. More than fifty weapons will be at your disposal, with a plethora of customisation options, including suppressors, grenade launches, and laser sights.

PC PS2 **PS3** PSP **360** WII DS



Cryostasis: Sleep Of Reason

Developer: Action Forms Limited | **Publisher:** 1C Company | **Genre:** FPS | **Release:** Q4 2007

Sometime in 1968, during the perennial Antarctic winter, meteorologist Aleksandr Nesterov finds himself aboard the gargantuan Russian ice-breaker North Wind, itself mysteriously lost and ice-bound for many years. Using a metaphysical ability called Mental Echo, Nesterov must move through and alter the lingering memories of the ship's doomed crew, and correct the momentary mistakes that precipitated the catastrophe. And all this, of course, while battling zombies with guns.

PC PS2 **PS3** PSP **360** WII DS





Sid Meier's Civilization: Revolution

Developer: Firaxis | **Publisher:** 2K Games | **Genre:** Strategy | **Release:** Q2/Q3 2008

The original god game is back, and this iteration looks bigger, bolder, and better than ever before, with creator Sid Meier declaring it, "The game I've always wanted to make". Bring the entire planet under your dominion, and lead human civilisation from its antediluvian squalor through the space age and beyond. Wage war, establish diplomatic pacts, and push technological boundaries to create the most powerful empire in the universe.

PC PS2 PS3 PSP 360 WII DS



James Bond 007

Developer: Treyarch / Beenox / Vicarious Visions | **Publisher:** Activision

Genre: TBA | **Release:** TBA

Having acquired the franchise licence from EA for a colossal \$70 million back in May this year, an upcoming James Bond title announcement from Activision was not entirely unexpected. The publisher is currently keeping details filed away for their eyes only, however, with pure speculation suggesting that the game is likely to follow either 2006's *Casino Royale* or the next Bond film, due out sometime late next year.

PC PS2 PS3 PSP 360 WII DS

The Witcher

Developer: CD Projekt | **Publisher:** Atari | **Genre:** RPG | **Release:** Q4 2007

Based on the book series by Polish scribbler Andrzej Sapkowski and powered by Bioware's Aurora engine, *The Witcher* casts players as Geralt, a journeyman monster hunter imbued with all sorts of preternatural powers. Featuring an innovative and intriguing morality system, where players must consider their actions carefully and reap the consequences thereof (for good or for ill), this game is definitely one for RPG fans to keep an Eye of Beholding +5 on.

PC PS2 PS3 PSP 360 WII DS



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Death Track: Resurrection

Developer: Sky Fallen | **Publisher:** 1C Company | **Genre:** Combat racing | **Release:** Q3 2008

The long-long-long-awaited sequel to Dynamix's 1989 cult racer, *Death Track*:

Resurrection plunges players into a post-World War III dystopian future, where hi-velocity gladiatorial combat has (somewhat unsurprisingly) replaced dull traditional spectator sports like tennis. The hottest event on the calendar is a grand, international shindig dubbed "The Survival Race", and it's up to you – a maverick rookie – to blow everything else on the track to smithereens and take home the gold medal.

PC PS2 PS3 PSP 360 WII DS



Tony Hawk's Proving Ground

Developer: Neversoft / Page 44 Studios / Vicarious Visions | **Publisher:** Activision

Genre: Sports | **Release:** Q4 2007

One of the most prolific – and consistently impressive – franchises spits out another iteration, this time around adding Nail-the-Manual and Nail-the-Grab to *Project 8*'s enormously fun Nail-the-Trick mode. *Proving Ground* also throws in a sophisticated and fully-featured clip editor, tricked-out multiplayer, Create-a-Park mode featuring some 400 bits and pieces to play with, and a totally customisable skate lounge where players can hang out and grind with their pals online.

PC PS2 PS3 PSP 360 WII DS



SimCity: Societies

Developer: Tilted Mill Entertainment | **Publisher:** EA

Genre: City Sim | **Release:** Q4 2007

The venerable *SimCity* series is coming back, but with a few significant – and controversial – changes. Many longtime fans were dismayed by the announcement that development would be handled not by Will Wright's sim stalwart Maxis, but rather Tilted Mill Entertainment, creators of *Caesar IV* and *Immortal Cities: Children of the Nile*. Matters were subsequently worsened when it was revealed that the next iteration would be scaled back to reduce complexity and micromanagement.

But by Will Wright's own admission, the game was becoming inaccessible to many. "*SimCity* kind of worked itself into a corner," Wright told an interviewer several years back, when development for the game was in its infancy. "It had gotten a little complicated for people who had never played *SimCity*."

So instead of fiddling with power grids, sewerage disposal, and emergency dispatch units, *SimCity: Societies* turns its focus to its citizens. The game introduces six "social energies", including productivity, wealth, creativity, spirituality, obedience, and knowledge. By tapping into and exploiting these energies, players will determine the city's growth and overall behaviour. By placing emphasis on obedience, for example, players will see all sorts of surveillance paraphernalia laid in place, presumably increasing productivity, which is doubleplusgood for the Party, comrades.

PC PS2 PS3 PSP 360 WII DS

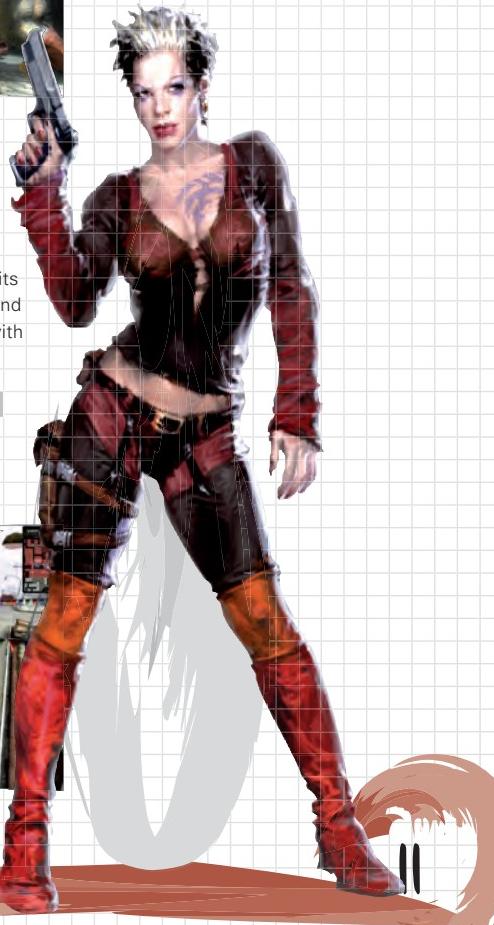


Necrovision

Developer: The Farm 51 | **Publisher:** 1C Company | **Genre:** FPS | **Release:** Q3 2008

It may be known as the Great War, but apparently World War I wasn't really brutal enough. So 1C's Necrovision is revisiting the event, and beefing it up a little with vampires, zombies, and demons. Everything's better with Lovecraftian hellspawn. You play an embattled young American soldier, picking your way through the blood-soaked trenches and shooting anything that so much as twitches a claw in your general direction.

PC PS2 PS3 PSP 360 WII DS



Mafia 2

Developer: Illusion Softworks | **Publisher:** 2K Games | **Genre:** TPS | **Release:** TBA

The sequel to the enormously popular *Mafia: The City of Lost Heaven*, part deux brings more of the mobster goodies, now with next gen stylings. Like its predecessor, *Mafia 2* will be set in the seedy underworld of the late 1940s and early 1950s. Plot details are somewhat thin on the ground at the moment, with Take 2 having unveiled only a single trailer at Leipzig – and it was in German.

PC PS2 PS3 PSP 360 WII DS



Escape From Paradise City

Developer: Sirius Games | **Publisher:** Focus Home Interactive

Genre: RTS/RPG | **Release:** Q4 2007

Welcome to Paradise City – a metropolis teeming with the sort of low-life scum and insidious underworld scheming that make for diverting gameplay. As an agent of the National Security Agency, your job is to infiltrate and rise up through the echelons of the City's less salubrious population. As your influence grows, you'll gain experience to spread across more than 50 skills, and extend your dominion to control new territory and gangs.

PC PS2 PS3 PSP 360 WII DS





Jagged Alliance 3

Developer: F3 Games / Akella | **Publisher:** Strategy First | **Genre:** Strategy | **Release:** Q3 2008

It's been a long wait since 1999's cult classic tactical romper, *Jagged Alliance 2*. Its successor brings more of the same turn-based pseudo-RPG gameplay, packing in more than a dozen non-linear missions in and around the borders between Africa and the Middle East. Featuring a natty new 3D engine, an extensive array of locations and environments, and cooperative and competitive multiplayer modes, *Jagged Alliance 3* is looking to make the wait worthwhile.

PC PS2 PS3 PSP 360 WII DS



PT Boats: Knights of the Sea

Developer: Akella | **Publisher:** 1C Company | **Genre:** Naval sim | **Release:** Q4 2007

Following several years of development that saw this title treading water all too close to vapourware, it looks like this naval simulator is ready for action. *Knights of the Sea* puts players in command of a highly mobile Mosquito Fleet in the service of the Allied Forces, Russia or Germany during World War II. Put your anti-aircraft cannons and torpedo bays to good use, as you trawl the high seas in search of shiny medals.

PC PS2 PS3 PSP 360 WII DS



Starcraft 2

Developer: Blizzard Entertainment | **Publisher:** Blizzard Entertainment | **Genre:** RTS | **Release:** TBA

Revisit the war-torn worlds of *Starcraft*, four years after the cataclysmic conflict between the Terrans, Protoss and Zerg. Jim Raynor, embittered by his betrayal at the hands of Arcturus Mengsk, has turned mercenary, digging up Xel'Naga artefacts for the shady Moebius Foundation. The Protoss have retreated to the dark templar homeworld of Shakuras, and the Zerg are simply nowhere to be seen. A storm must surely be brewing over the universal horizon.

PC PS2 PS3 PSP 360 WII DS



Gray Matter

Developer: Tonuzaba Entertainment | **Publisher:** dtp / Anaconda | **Genre:** Adventure | **Release:** Q2 2008

From the creator of the venerable and acclaimed *Gabriel Knight* series comes a new point and click adventure – let joy be unconfined, old schoolers. Samantha Everett recently snapped up what seemed to be a rather cushy job working for eccentric and reclusive neurologist, Dr David Styles. Only, instead of bringing his tea and dusting his bookshelves, Samantha finds herself tasked on the acquisition of test subjects for the doctor's bizarre experiments.

PC PS2 PS3 PSP 360 WII DS



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Borderlands

Developer: Gearbox Software | **Publisher:** 2K Games

Genre: FPSRPG | **Release:** Q4 2008

Doubtless inspired by dusty post-apocalyptic road brawler *Mad Max*, and borrowing fashion sensibilities from *Star Wars*' Tuskan Raiders, *Borderlands* is a gritty sci-fi Unreal Engine 3-powered RPG shooter featuring four-player co-op, reckless driving, and a humongous world to explore and blow stuff up in.

But while it may have all sorts of other things going for it, there's really only one reason anyone needs to be interested in this game: it will feature over half a million unique weapons. "You can take every gun in every shooter in every game on PlayStation 3 and 360," Gearbox president Randy Pitchford told GC 2007, "and *Borderlands* has more." Thanks to the myriad marvels of procedural content generation, the game offers a mind-bogglingly "near-endless variety" in missions, environments, encounters, enemies weapons, item drops and character customisation. The RPG model features character classes including soldier, sniper, and something called a siren, but details are still somewhat scarce.

"*Borderlands* represents an important evolutionary leap in game design and technology," said Christoph Hartmann, President of 2K. "By utilising revolutionary new technology to create thousands of unique, randomly generated missions, weapons and situations, *Borderlands* will raise the bar for next gen action games."

PC PS2 **PS3** PSP 360 **WII** DS

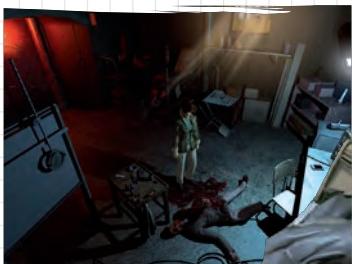


Memento Mori

Developer: Centauri | **Publisher:** dtp / Anaconda | **Genre:** Adventure | **Release:** Q1 2008

Taking its name from the Latin admonition, "Remember that you must die", usually tacked onto some macabre image of death to serve as a reminder of our fragile and fleeting mortality, *Memento Mori* is a traditional adventure game. Some paintings of portentous occult significance have been stolen from the St. Peter's Hermitage, and the police outsource this baffling theft to the real professionals - Larisa Svetlova and her somewhat shady pal, Maxim Durand.

PC PS2 PS3 PSP 360 **WII** DS



Mercenaries 2: World in Flames

Developer: Pandemic Studios / Pi Studios | **Publisher:** EA

Genre: Sandbox Action | **Release:** Q4 2008

Ramon Salano, a former druglord turned ruthless despot, has seized control of Venezuela. In the chaotic wake of this coup, various factions are closing in on the country's resources of oil. Good news for you, as just about everyone is willing to pay you for your dauntless daring, martial finesse, and utmost discretion. And with Havok physics and a state-of-the-art fire engine, *Mercenaries 2* offers flagitious destruction in abundance. Go go go!

PC PS2 **PS3** PSP 360 **WII** DS



Metal Gear Solid 4: Guns of the Patriots

Developer: Kojima Productions | **Publisher:** Konami | **Genre:** Stealth | **Release:** Q1 2008

In 2014, five years after the Manhattan Incident of *Metal Gear Solid 2*, restrictions concerning military intervention in foreign territories have been scaled back. Business is booming for the private military companies peddling mercenaries to the corporate pigs - including Outer Heaven, a PMC conglomerate owned by professional villain Liquid Ocelot. When Ocelot amasses an enormous army, and prepares to take the world in bloody coup, Solid Snake is deployed to make nice.

PC PS2 **PS3** PSP 360 **WII** DS



Need For Speed: Pro Street

Developer: EA Black Box | **Publisher:** EA | **Genre:** Racing | **Release:** Q4 2007

Moving the indefatigable franchise away from its former neon arcade stylings, *Pro Street* focuses on serious racing simulation. "It's all about authentic street racing," declares senior producer Mike Mann. Out with the reckless lawlessness and cops, and in with ultra-realistic damage modelling and performance tuning. The sixteenth episode in the *Need For Speed* line-up sees 60 cars, 26 manufacturers, and 10,000 custom parts pushing it far beyond driven.

[PC](#) | [PS2](#) | [PS3](#) | [PSP](#) | [360](#) | [WII](#) | [DS](#)



MySims

Developer: EA Redwood Shores | **Publisher:** EA | **Genre:** Life Sim | **Release:** Q3 2008

Based on Maxis' phenomenally successful Sims series, *MySims* features the same life management model of its namesake, but with more objective-oriented gameplay and an overarching storyline. The Wii game involves fixing up and reinvigorating a drab little 'burb, while the DS version tasks players with luring business and tourists into a flagging resort town. *MySims* also introduces a visual redesign, with cutesy anime-inspired characters and lots of candy-coated colours.

[PC](#) | [PS2](#) | [PS3](#) | [PSP](#) | [360](#) | [WII](#) | [DS](#)



Age of Conan: Hyborian Adventures

Developer: Funcom | **Publisher:** Eidos Interactive

Genre: MMORPG | **Release:** Q1 2008

Drawing inspiration (and everything else) from Robert E. Howard's *Conan the Cimmerian* novels, *Hyborian Adventures* is to be the first in a series of Conan-themed games, with a release set to coincide with and celebrate the 76th anniversary of the Conan franchise. The eponymous warlord has seized the Aquilonian throne, but ancient evils gather in the shadows and weave chaos and discord – it's time to claim your place in Hyborian song.

[PC](#) | [PS2](#) | [PS3](#) | [PSP](#) | [360](#) | [WII](#) | [DS](#)



Highlander

Developer: Widescreen Games | **Publisher:** Eidos Interactive

Genre: Action Adventure | **Release:** 2008

Who wants to live forever? You do! And the only way to secure that is to hunt down all those other jealous immortals, and cleave their foolishly ambitious heads from their necks. There can, after all, be only one. Spanning some 2000 years, and offering dauntless exploration of pre-molten Pompeii, feudal Japan, medieval Scotland, and a futuristic New York, the game includes 18 missions of solipsistic celebration. Heads will roll.

[PC](#) | [PS2](#) | [PS3](#) | [PSP](#) | [360](#) | [WII](#) | [DS](#)



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Conflict: Denied Ops

Developer: Pivotal Games | **Publisher:** Eidos Interactive

Genre: Tactical FPS | **Release:** Q2 2008

The game formerly known as *Crossfire*, this is the fifth installment in the *Conflict* series. Much like its older siblings, *Denied Ops* offers up some covert military mischief, casting the player as one of two operatives whose job it is to interfere, in an "unofficial capacity" on behalf of the US military. Eidos is promising "brutal, explosive...advanced co-op and environmental tactics" action in South America, Africa, and Russia.

[PC](#) | [PS2](#) | [PS3](#) | [PSP](#) | [360](#) | [WII](#) | [DS](#)



Ratchet & Clank: Tools of Destruction

Developer: Insomniac Games | **Publisher:** Sony Computer Entertainment

Genre: 3D Platformer | **Release:** Q4 2007

Ratchet and his diminutive robotic sidekick just can't seem to enjoy a vacation without being hassled by some catastrophe. Perhaps they should consider not going on holiday at all, as the logical corollary would be no catastrophes. But that creates a paradox that makes our eye squint. Anyway, this time around it's a weekend out on the bustling city planet of Metropolis that's rudely interrupted – this time by a hysterical Captain Qwark, who informs Ratchet of an impending invasion by the Cragmite Emperor Percival Tachyon, an implacable villain with an relentless hatred of Lombaxes. A frenetic intergalactic scramble follows.

No new *Ratchet & Clank* title would be complete without a range of zany new contraptions, and *Tools of Destruction* (as its name suggests) is no exception. Rounding out this trip's arsenal of boom-boom-makers, we've got Mr Zukon, an itty-bitty robot that shoots stuff until he's out of ammo, then explodes, and the Groovinator, that sends its targets off into helpless paroxysms of disco fever. In the gadget pocket, there's the Gelanator, an indispensable device in platform land as it spits out gelatinous stepping stones anywhere you please, and the totally nifty Robo-Wings for hands-free swooping about.

PC

PS2

PS3

PSP

360

Wii

DS



Rat Hunter

Developer: Secret Sign | **Publisher:** Game Factory Interactive | **Genre:** FPS | **Release:** Q4 2007

No, it's not just a clever name – this game really is all about gunning down rodents. Only, these are giant, grotesquely mutated rats with despotic aspirations. As the murophobic protagonist, players take the role of a freelance reporter determined to expose the doubtless ghastly truth behind a series of disappearances at a research facility on some godforsaken planetoid. Solve puzzles, overcome obstacles, uncover some shocking truth about your true identity, and kill rats.

PC

PS2

PS3

PSP

360

Wii

DS



They

Developer: Metropolis Software | **Publisher:** InteractiveMediaConsulting

Genre: TPS | **Release:** 2009

It's the near future, and London has been overrun with evil robots. As a member of a crack squad despatched to kick some evil robot butt, players find themselves swiftly stranded as their comrades fall to the ground around them, reduced to raw hamburger meat. Left thus to fend for themselves, players will soon discover that this ostentatious mech invasion is but a front for a much more sinister threat.

PC

PS2

PS3

PSP

360

Wii

DS

Warhammer Online: Age of Reckoning

Developer: EA Mythic | **Publisher:** EA | **Genre:** MMORPG | **Release:** Q1 2008

From the creators of *Dark Age of Camelot* comes an MMORPG based on Games Workshop's collectible tabletop empire Warhammer. Featuring Realm vs Realm (RvR) combat on three embattled fronts, WAR offers players the chance to sign up to one of six armies under the banners of Order (Human, Dwarf, High Elf) or Destruction (Greenskin, Dark Elf, Chaos), and lob swords at the opposition until you can seize control of their territory.

PC

PS2

PS3

PSP

360

Wii

DS



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Sam & Max Season Two

Developer: Telltale Games | **Publisher:** Telltale Games / Gametap

Genre: Adventure | **Release:** Q4 2007

Duck and cover – the Freelance Police are back! Featuring all new locations (including Stinky's Diner, lorded over by the decapitated and startlingly loquacious head of the Lincoln Monument), new mini-games in every episode, a dynamic hint system, upwardly mobile NPCs, the ability to pimp out the DeSoto, widescreen monitor support, and all sorts of outlandish capering about, the words “big” and “large” only begin to describe this thing.

PC

PS2

PS3

PSP

360

Wii

DS



Castlevania: Dracula X Chronicles

Developer: Konami | **Publisher:** Konami | **Genre:** Platformer | **Release:** Q4 2007

Denied to Western gamers for over a decade, Konami's NEC PC Engine classic Akumajo Dracula X Chi no Rondo (Rondo of Blood) is reborn on the PSP, now with shiny new 3D visuals, enhanced gameplay, new music – and even unlockable versions of its original namesake and Symphony of Night. Grab your trusty Vampire Killer whip, brave Mr Belmont, and seek out and destroy that vile abomination, Dracula, in his Gothic bolthole.

PC

PS2

PS3

PSP

360

Wii

DS



Star Wars: The Force Unleashed

Developer: LucasArts / Krome / n-Space | **Publisher:** LucasArts | **Genre:** Action | **Release:** Q2 2008

Perhaps “unleashed” is a bit of an understatement – this title is but part of a multimedia extravaganza, including a multi-platform game release, a tie-in novel by *New York Times* bestselling sci-fi author Sean Williams, pen-and-paper roleplaying supplements, reference books, actions figures, comic books, stickers, lunchboxes, etc. Storywise, the game takes place between *Revenge of the Sith* and *A New Hope*, casting players as Darth Vader’s “secret apprentice”.

PC

PS2

PS3

PSP

360

Wii

DS



Rockstar Games Presents Table Tennis

Developer: Rockstar Leeds / San Diego | **Publisher:** Rockstar Games

Genre: Sports | **Release:** Q4 2008

More or less a direct port of the Xbox 360 version (minus the pretty Rage engine, of course), the most tangible difference between this and its older brother is, predictably, an entirely redesigned control scheme. Choose between the Standard single Wiimote setup, much like *Wii Sports*' tennis game, and Sharp Shooter and Control Freak Wiimote + Nunchuk schemes, with each controller mapped to a specific function. Either way, you're probably going to break something.

PC

PS2

PS3

PSP

360

Wii

DS



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Condemned 2: Bloodshot

Developer: Monolith Productions | **Publisher:** Sega

Genre: Action | **Release:** Q1 2008

In 2005's Xbox 360 launch title *Condemned: Criminal Origins*, a survival horror inspired by gritty thrillers *Silence of the Lambs* and *Se7en*, players took the badge of Ethan Thomas, an FBI forensic investigator working in the Serial Crimes Unit. Thomas was tasked with tracking down the Match Maker, a serial killer with a thing for young lovelies and department store dummies, while simultaneously battering hordes of local hobos turned mysteriously psychotic. "Fidelity, Bravery, and Integrity", indeed - it's all in a day's work at the Bureau.

These events left Thomas a broken man, a burnt out and withered husk of his former self. Now, two years along, he's a cantankerous alcoholic, disgraced and thrown out of the FBI. "I only believe in two things," he says. "Both of them are fists. And both of them are mine." But when his former partner vanishes, Thomas must shrug off his drunken lassitude and find his friend.

Much like its predecessor, the bulk of *Bloodshot's* man-tangling is hand-to-hand stuff, with crude thuggish weapons like baseball bats and crowbars. The game also features all sorts of new forensic paraphernalia for swabbing DNA and stool samples, and other icky CSI stuff that's all the rage these days.

PC

PS2

PS3

PSP

360

WII

DS



Thrillville: Off the Rails

Developer: Frontier Developments | **Publisher:** LucasArts | **Genre:** Theme Park Sim | **Release:** Q4 2008

The sequel to last year's award-winning *Thrillville*, *Off the Rails* offers more of the theme park management shenanigans – but with a corkscrew twist. Instead of building rollercoasters, players build "thrilltastic, crashtastic WHOACOASTERS". These looming monstrosities buck tradition (and global safety standards) by terminating abruptly and sending carts flying off onto other bits of track elsewhere, or flinging white-knuckled punters through hoops of fire. Indulge your most sadistic theme park fantasies.

PC

PS2

PS3

PSP

360

WII

DS



Aqua Teen Hunger Force: Zero Gravity

Developer: Creat Studio | **Publisher:** Midway Games | **Genre:** Action | **Release:** Q4 2007

Surely the first ever game to be billed as "epic action adventure combat golf kart racing", the Aqua Teens' first foray into the gaming domain isn't doing things by halves. Frylock, Master Shake, and Meatwad visit a local golfing estate, and in between putting the greens, battle zombies, crabs, frat boys, Carl, and other stuff dreamed up with the aid of controlled substances. Make the homies say 'ho', and the gilries wanna scream, indeed.

PC

PS2

PS3

PSP

360

WII

DS

Tabula Rasa

Developer: Destination Games | **Publisher:** NCsoft | **Genre:** MMOPRG | **Release:** Q4 2007

Captained by *Ultima Online* luminary Richard "Lord British" Garriot, *Tabula Rasa* is a sci-fi MMOPRG documenting the Allied Free Sentient Forces' last stand against a xenophobic alien menace known only as The Bane. Get recruited, and join a war of intergalactic proportions! *Tabula Rasa* features dynamic and persistent battlefields, whose lines will constantly shift regardless of your presence, with heavy gameplay emphasis on capturing control points for access to resources.

PC

PS2

PS3

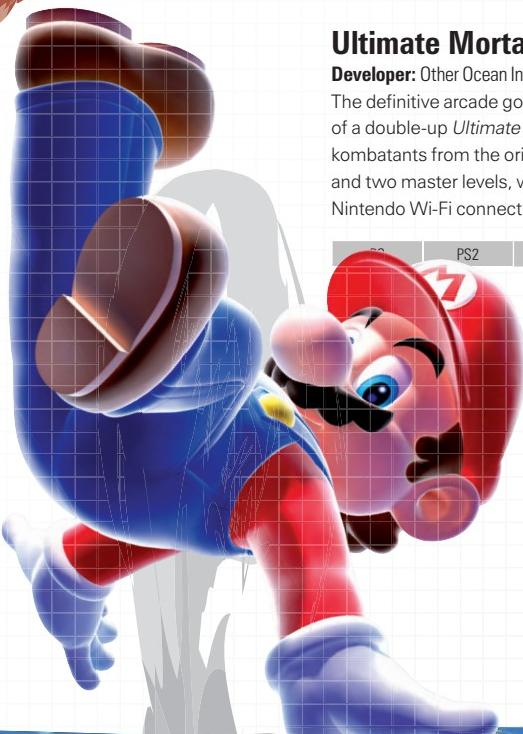
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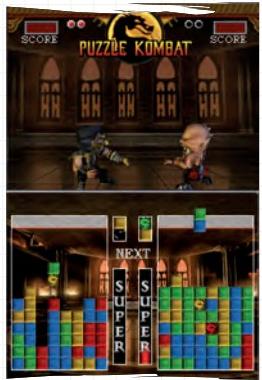




Ultimate Mortal Kombat

Developer: Other Ocean Interactive | **Publisher:** Midway Games | **Genre:** Fighting | **Release:** Q4 2007
The definitive arcade gore-brawler finally wends its bloody way to the DS, in the form of a double-up *Ultimate Mortal Kombat 3* and *Puzzle Kombat* combo. *UMK3* offers 19 kombatants from the original title, as well as 3 unlockable extras, spanning novice, warrior, and two master levels, while *Puzzle Kombat* is a sort of fighting Tetris. Both games support Nintendo Wi-Fi connection, with game sharing and local multiplayer. Ready, FIGHT!

DS PS2 PS3 PSP 360 WII DS



Empire: Total War

Developer: Creative Assembly | **Publisher:** Sega Europe
Genre: Turn-based Strategy | **Release:** 2008

Total Warriors, rejoice – a *Total War* game with guns is finally heading your way! Empire spans the 18th century, a turbulent period encompassing colonial conquest, the Seven Year's War and the Industrial Revolution, and introduces full-scale naval conflict to the series. Over fifty factions (including ten playable) will feature in the game, including the British, Spanish, Ottoman, and Russian Empires, the Republic of Venice, and the Thirteen Colonies.

PC PS2 PS3 PSP 360 WII DS



The Legend of Zelda: Phantom Hourglass

Developer: Nintendo EAD | **Publisher:** Nintendo | **Genre:** Action Adventure | **Release:** Q4 2008
Several months following the events chronicled in *Wind Waker*, Link finds himself aboard Tetra's pirate galleon, setting sail for adventure. Shortly thereafter, they discover an abandoned ship, and Tetra promptly clammers aboard to investigate (and plunder). Only, she quickly finds herself in trouble, and Link selflessly hurls himself at the ship to rescue her. Unluckily, he somehow misses and falls into the ocean instead. Hours later, he returns to consciousness on an uncharted island...

PC PS2 PS3 PSP 360 WII DS



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Tarr Chronicles: Sign of Ghosts

Developer: Quazar Studios | **Publisher:** Akella
Genre: Space Combat Sim | **Release:** Q4 2007

A terrible peril threatens the entire galaxy. Because that's how any self-respecting space opera starts out. This time around, the galaxy is Enosta, and the terrible peril an inexorable assimilating force called the Mirk and a pitiless alien menace, the De'Khete. And in the midst of all this, the Battlecruiser Talestra, once dispatched to Anterra on a voyage of tremendously important scientific investigation, now lost and adrift in the intersteller void.

You're a hot shot fighter pilot aboard this luckless errant frigate, and your job is to protect the Talestra against the relentless assaults of the encroaching De'Khete. Fortunately for you, there's a ton of stuff at your disposal to make this happen. *Tarr Chronicles* features adaptive AI squad-mates, who will fearlessly follow you out into the yawning dark of eternity, and shoot lasers at the enemy. You'll be tackling all sorts of missions, including combat manoeuvres, escort duty, and minesweeping. In between operations, you'll be able to amble down to the hangars and modify your ship, by bolting on new hull types, cannons, shields, armour plating, engines, and reactors. And being an enormously resourceful type, you can even recycle old bits and pieces of scrap, and hammer them into additional mods.

PC PS2 PS3 PSP 360 WII DS



The Club

Developer: Bizarre Creations | **Publisher:** Sega | **Genre:** TPS | **Release:** Q1 2008

A slight departure from regular guns 'n' guts fare, *The Club* is a primarily score-based arcade-style third person shooter, with players taking part in an underworld blood-sport tournament. The game features nine playable characters, including an escaped Siberian prisoner named Dragov, a thrill-junkie named Seager, and Finn, a gambler with unpaid debts and powerful enemies. The gameplay demands blitzkrieg fragging, chaining combos and massive score multipliers.

PC PS2 PS3 PSP 360 WII DS



Mario & Sonic at the Olympic Games

Developer: Sega Japan / Sega Sports | **Publisher:** Nintendo / Sega | **Genre:** Sports | **Release:** Q4 2007

In a paradigm-shattering gambit, former rival mascots Sonic the Hedgehog and Mario will be appearing alongside one another in the same game, together with a gaggle of characters from the respective franchises including Luigi, Knuckles, Yoshi, and Tails, rounding out a roster of more than 20 athletes. The auspicious occasion? None other than the Beijing's 2008 Olympic Games. Events include archery, hammer throw, and the usual helter-skelter running about.

PC PS2 PS3 PSP 360 WII DS

Ghost Squad

Developer: Sega AM2 | **Publisher:** Sega | **Genre:** Shooter | **Release:** Q4 2007

With the world in the grip of terrorism, the UN desperately drafts the Global Humanitarian Operation and Special Tactics (GHOST) squad, a four-man team of elite operatives. Based on the arcade shooter of the same name, the Wii incarnation transforms the marvellously versatile Wiimote into a light gun, for some living room special ops high jinks. Lock and load some 25 state-of-the-art weapons, including sniper rifles, SMGs, and crossbows.

PC PS2 PS3 PSP 360 WII DS

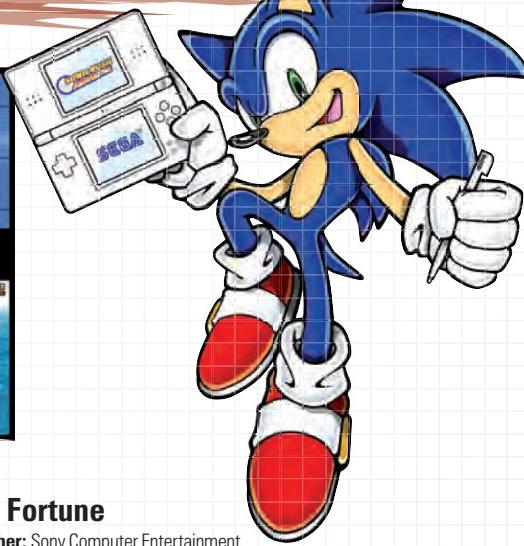


Sonic Rush Adventure

Developer: Sega USA | **Publisher:** Sega | **Genre:** Platformer | **Release:** Q3 2007

The indomitable blue hedgehog zooms back onto the DS, with an all-new, all-piratey adventure. Commanding a fleet of up to five vessels, including a submarine, waterbike, and hovercraft, Sonic is off to sail the high seas in search of booty – and a final rumble with that rascally rascal, Captain Whisker. Fourteen stages across seven islands, and more pirates than you can shake a cutlass at – tally ho!

PC PS2 PS3 PSP 360 WII DS



God of War: Chains of Olympus

Developer: Ready at Dawn Studios | **Publisher:** Sony Computer Entertainment

Genre: Action Adventure | **Release:** Q4 2007 / Q1 2008

The Ghost of Sparta goes bite-sized in this prequel to the PS2 game, chronicling the decade he spent in wretched servitude to the gods of Olympus. With the ancient world plunged into a preternatural gloom, Kratos must tread where none other dares – past the jaws of Orcus, and into the suffocating darkness of Tartarus. Then he will be forced to choose between his own redemption, and abandoning the world to certain annihilation.

PC PS2 PS3 PSP 360 WII DS



Heroes of Mana

Developer: Brownie Brown | **Publisher:** Square Enix | **Genre:** RTS/RPG | **Release:** Q3 2007

Harking back to the halcyon days of the Super NES, and having sprung to life as a Final Fantasy spin-off, the Mana series has evolved from a Zelda-like RPG, through a dungeon crawler, and now emerges as an RTS on the DS. While on a recon mission to Ferolia, a Pedda soldiers' airplane is shot down, and the crew realise that their mission is a plot engineered by the superiors to eliminate them.

PC PS2 PS3 PSP 360 WII DS

Empire Earth III

Developer: Mad Doc Software | **Publisher:** Vivendi Universal | **Genre:** RTS | **Release:** Q4 2007

Much like its predecessors, the latest iteration of the Empire Earth series trots out the past, present, and future for you to play around in. This time around, civilisations are divided up into three factions - Western, Middle Eastern, and Eastern – each with their own technology, units, structures, and strategies. EE3 also introduces a persistent and evolving world, allowing players to hang onto their spoils of war from one scenario to the next.

PC PS2 PS3 PSP 360 WII DS



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Far Cry 2

Developer: Ubisoft Montreal | **Publisher:** Ubisoft

Genre: FPS | **Release:** Q2 2008

Does *Far Cry* really need an introduction? Nah, let's just skip to the good bits. The development for this sequel somehow passed hands from Crytek to Ubisoft, but these are the chaps responsible for *Assassin's Creed*, so we're not especially concerned – if they can get 12th century Jerusalem right, we're quietly confident they can do leopards. The CryENGINE has also been chucked in favour of the French developer's new proprietary engine, Dunia. Given that this new engine affords load-free roaming of a 50 square kilometre world, we're not griping.

Whisking the action away from its predecessor's jungly island shangri-la, *Far Cry 2* takes place in a non-specific patch of African savanna. The game kicks off with a choice of dossiers – but whichever one you choose for yourself is going to be the guy responsible for all this fuss. The fuss in question is a spot of squabbling between local arms dealers. The sort of fuss, that is, that involves torrential rains of jacketed lead and lots of the red stuff. Your mission is to make sure that some of those bullets make their way, with extreme prejudice, into one of the kingpins of this illegal arms operation.

PC PS2 PS3 PSP 360 WII DS



Final Fantasy Tactics: The War of the Lions

Developer: Square Enix | **Publisher:** Square Enix | **Genre:** Strategy RPG | **Release:** Q3 2007

Essentially an updated and enhanced version of the 1997 PSOne title *Final Fantasy Tactics*, this remake features full motion cel-shaded video sequences, as well as episodes and cutscenes not seen in the original. *War of the Lions* also throws in two additional character classes, *FFIII*'s Onion Knight and the Dark Knight, previously available only to Gafgarion, as well as *FFXI*'s heretic Balthier, and *Tactics A2*'s monster-hunter Luso.

PC PS2 PS3 **PSP** 360 WII DS



Crash of the Titans

Developer: Radical Entertainment / Amaze Entertainment | **Publisher:** Sierra Entertainment

Genre: Action Adventure | **Release:** Q4 2007

Crash Bandicoot's arch nemesis and ruthless villain Dr Neo Cortex has unravelled the mysteries of a substance called mojo, and harnessed its esoteric power for his own. Unfortunately for him, so has Crash Bandicoot, who is out to thwart the Doc's masterplan of mutating the hapless inhabitants of Wumpa Island into a private army of unthinking zombies, and presumably take over the world. Grinning marsupials on skateboards to the rescue!

PC **PS2** PS3 PSP 360 WII DS

Valkyrie Profile 2: Silmeria

Developer: tri-Ace, Inc. | **Publisher:** Square Enix | **Genre:** JRPG | **Release:** Q3 2007

The sequel / prequel to *Valkyrie Profile: Lenneth*, this game documents the years Silmeria spent in service of Odin as a Valkyrie, gathering the souls of the heroic dead for her master. But Silmeria eventually rebelled, and as the result of a curse gone wrong, winds up sharing the body of Alicia, princess of Dipan. Their souls thus entwined, the two then wander the world in search of a power to defy the gods themselves.

PC PS2 PS3 PSP 360 **WII** DS





Beowulf

Developer: 4 Head Studio | **Publisher:** Ubisoft | **Genre:** Action RPG | **Release:** 2008

Hwæt! We Gardena in geardagum, beodcyniga ... Fortunately, you won't need a degree in Anglo Saxon to enjoy Ubisoft's game-of-the-film-of-the-oldest-extant-English-poem. Billed as the hack 'n' slasher that will "reinvent the genre", while word around the campfire has it that *Beowulf* film stars Anthony Hopkins (King Hrothgar) and Angelina Jolie (Grendel's mummy) will be lending voice talent. They had us as "hack 'n' slasher".

PC

PS2

PS3

PSP

360

Wii

DS



Dark Messiah of Might & Magic: Elements

Developer: Annecy | **Publisher:** Ubisoft | **Genre:** RPG | **Release:** Q4 2007

Elements is essentially a console port of the PC game, and as such remains largely the same as its desktop predecessor, although two hours or so of additional content have been squeezed into the beginning and middle sections of the game. The port has also been twiddled and tweaked to optimise performance, with developer claims of some 800 bug fixes from the notoriously cranky original, and includes all-new multiplayer maps.

PC

PS2

PS3

PSP

360

Wii

DS



Heroes of Might & Magic V: Tribes Of The East

Developer: Nival Interactive | **Publisher:** Ubisoft | **Genre:** Turn-based Strategy | **Release:** Q4 2007

As the second expansion for *Heroes V*, *Tribes of the East* takes up and concludes the story told in *Hammers of Fate* via three campaigns, starring the Necropolis, Academy, and new Stronghold factions. The expansion also packs in a slew of bugfixes and improvements, as well as the inevitable glut of new content, including maps, abilities, spells, artifacts, structures, and beasties, including goblins, centaurs, orcs, wyverns, and two new hero classes.

PC

PS2

PS3

PSP

360

Wii

DS



The Settlers: Rise of an Empire

Developer: Blue Byte Software | **Publisher:** Ubisoft | **Genre:** RTS | **Release:** Q4 2007

Create a bustling, prosperous, and self-sufficient community in the sixth installment of the the Settlers franchise, from a Viking trade hub to a North African cosmopolis. *Rise of an Empire* debuts several new features to the series, including a seasonal cycle that differs from region to region and dramatically affects resource availability, as well as introducing the long-awaited ladies – lure them to your towns with carnivals, and breed away.

PC

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Tom Clancy's EndWar

Developer: Ubisoft Shanghai | **Publisher:** Ubisoft

Genre: RTS | **Release:** 2008

A some point in the not-too-distant future, America and the European Union decide to put an end to strategic nuclear warfare by creating a ballistic missile shield. Russia sees the ballistic missile shield, and raises them a ballistic missile shield of their own. All sorts of complex political and economic manoeuvring follows. Somewhere in the midst of this, America launches the Freedom Star, a militarised space station, into permanent orbit, and Mother Russia, with her over-abundance of natural resources, makes loads of money in the ensuing energy crisis. Then there's a terrorist attack, and before you can scream "Propaganda!", everyone's flinging missiles and it's a full scale global war.

EndWar deploys three factions - the Russian Spetsnaz Guard Brigade, the European Enforcers Corps, and the United States' Joint Task Force, as well as a non-playable fourth terrorist faction – all battling it out across 40 battlefields spanning North America, Europe, and Russia. Taking their cue from recent RTS titles like the *Battle for Middle Earth* series, units will gain experience and level up, making them far more efficient and something lead designer Michael de Plater describes as a "a battalion that you own," creating a "Pokémon-like" ownership of your little guys.

PC **PS2** **PS3** **PSP** **360** **WII** **DS**



FIFA 08

Developer: EA Canada | **Publisher:** EA | **Genre:** Sports | **Release:** Q3 2007

Another year, another *FIFA* release. Along with returning features like Manager Mode and Interactive Leagues, however, the franchise is sporting a brand new engine, enabling AI players to make intelligent contextual strategic decisions, while another new feature lets you control a single player throughout the match in Be-A-Pro mode. 620 *FIFA* licensed teams, 30 leagues, 15 000 players – how many hours can you fit in a day?

PC **PS2** **PS3** **PSP** **360** **WII** **DS**



Spore

Developer: Maxis | **Publisher:** EA | **Genre:** Life Sim | **Release:** TBA

Indefinitely delayed following a play-test conclusion that the game simply wasn't much fun, there's still more than enough hype surrounding Will Wright's sim-everything "massively single-player online game". Design, create, and guide your own little monstrosity from single-celled microbial infancy through pugnacious adolescence, and finally beyond the final frontiers of galactic civilisation as a transcendental being of surpassing intellect and sophistication. Then upload it and watch it eat everything else.

PC **PS2** **PS3** **PSP** **360** **WII** **DS**



Brothers in Arms: Hell's Highway

Developer: Gearbox Software | **Publisher:** Ubisoft | **Genre:** FPS | **Release:** Q4 2007

In the third entry in the *Brothers in Arms* series, players slap on the name-tag of Sergeant Matt Baker, 101st Airborne Division, deployed as part of Operation Market Garden in the last gasp of World War II. The game introduces new features, including the ability to command squads of special ops units, including bazooka and mortar teams, as well as a new duck 'n' cover system à la *Rainbow Six: Vegas*.

PC **PS2** **PS3** **PSP** **360** **WII** **DS**



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Age of Conan: Hyborian Adventures	14	<input type="checkbox"/>	Gluk' Oza: Action!		<input type="checkbox"/>	Sam & Max Season Two	18	<input type="checkbox"/>
Aion - Tower of Eternity		<input type="checkbox"/>	Go!Cam		<input type="checkbox"/>	Secret Files 2		<input type="checkbox"/>
Alfa: Antiterror Gold		<input type="checkbox"/>	Go!Explore		<input type="checkbox"/>	Showdown: Scorpion		<input type="checkbox"/>
Anno 1701		<input type="checkbox"/>	Go!Messenger		<input type="checkbox"/>	Sid Meier's Civilization: Revolution	10	<input type="checkbox"/>
Aqua Teen Hunger Force Zombie Ninja Pro-Am	19	<input type="checkbox"/>	God of War: Chains of Olympus	22	<input type="checkbox"/>	SimCity: Societies	11	<input type="checkbox"/>
Assassin's Creed	24	<input type="checkbox"/>	Gothic 4		<input type="checkbox"/>	Sledgehammer		<input type="checkbox"/>
Asterix At The Olympic Games		<input type="checkbox"/>	Gray Matter	12	<input type="checkbox"/>	Snow X Racing		<input type="checkbox"/>
Bee Movie Game		<input type="checkbox"/>	Guild Wars: Eye Of The North		<input type="checkbox"/>	So Blonde		<input type="checkbox"/>
Ben 10: Protector of Earth		<input type="checkbox"/>	Guitar Hero III: Legends of Rock		<input type="checkbox"/>	Söldner 2 – Mercenary Wars		<input type="checkbox"/>
Beowulf	24	<input type="checkbox"/>	Happy Hippos World Tour		<input type="checkbox"/>	Sonic Rivals 2		<input type="checkbox"/>
Black Prophecy		<input type="checkbox"/>	Haze		<input type="checkbox"/>	Sonic Rush Adventure	22	<input type="checkbox"/>
BlackSite: Area 51		<input type="checkbox"/>	Hearts of Iron Anthology		<input type="checkbox"/>	Speedball 2		<input type="checkbox"/>
Blades & Magic		<input type="checkbox"/>	Heavy Duty		<input type="checkbox"/>	Spore	25	<input type="checkbox"/>
Bleach: Shattered Blade		<input type="checkbox"/>	Heroes of Mana	22	<input type="checkbox"/>	Star Wars Battlefront: Renegade Squadron		<input type="checkbox"/>
Borderlands	13	<input type="checkbox"/>	Heros of Might & Magic V: Tribes of the East	24	<input type="checkbox"/>	Star Wars: The Force Unleashed	18	<input type="checkbox"/>
Boulder Dash – Rocks		<input type="checkbox"/>	Highlander	14	<input type="checkbox"/>	StarCalibur		<input type="checkbox"/>
Brothers In Arms Hell's Highway	25	<input type="checkbox"/>	Homeplanet Gold		<input type="checkbox"/>	StarCraft II	12	<input type="checkbox"/>
Buzz! Quiz TV		<input type="checkbox"/>	Inhabited Island: Earthling		<input type="checkbox"/>	Stranglehold		<input type="checkbox"/>
Call of Duty 4: Modern Warfare		<input type="checkbox"/>	Jack Keane		<input type="checkbox"/>	Super Mario Galaxy	20	<input type="checkbox"/>
Castlevania: The Dracula X Chronicles	18	<input type="checkbox"/>	Jagged Alliance 3	12	<input type="checkbox"/>	Super Stardust HD		<input type="checkbox"/>
Codename Panzers: Cold War		<input type="checkbox"/>	Jagged Farm: Birth of a Hero		<input type="checkbox"/>	Supreme Ruler 2020		<input type="checkbox"/>
Collapse		<input type="checkbox"/>	James Bond 7 (working title)	10	<input type="checkbox"/>	Sword of the New World: Granado Espada		<input type="checkbox"/>
Condemned 2: Bloodshot	19	<input type="checkbox"/>	JAZZ: Hired Guns		<input type="checkbox"/>	Tabula Rasa	19	<input type="checkbox"/>
Conflict: Denied Ops	14	<input type="checkbox"/>	Kane & Lynch: Dead Men		<input type="checkbox"/>	Tarr Chronicles	21	<input type="checkbox"/>
COPS 2170		<input type="checkbox"/>	King's Bounty: The Legend		<input type="checkbox"/>	The Bad, the Ugly, and the Sober		<input type="checkbox"/>
Crash of the Titans	23	<input type="checkbox"/>	Legend: Hand of God		<input type="checkbox"/>	The Club	21	<input type="checkbox"/>
Cruis'n		<input type="checkbox"/>	LEGO Star Wars: The Complete Saga		<input type="checkbox"/>	The Golden Compass		<input type="checkbox"/>
Crusader Kings		<input type="checkbox"/>	Lifesigns: Hospital Affairs		<input type="checkbox"/>	The Hunt	08	<input type="checkbox"/>
Crusaders: Thy Kingdom Come		<input type="checkbox"/>	Mafia 2		<input type="checkbox"/>	The Legend of Zelda: Phantom Hourglass	20	<input type="checkbox"/>
Cryostasis	09	<input type="checkbox"/>	Mario & Sonic at the Olympic Games	21	<input type="checkbox"/>	The Settlers: Rise Of An Empire	24	<input type="checkbox"/>
Dark Messiah of Might and Magic: Elements	24	<input type="checkbox"/>	Mata Hari		<input type="checkbox"/>	The Swarm		<input type="checkbox"/>
Dark Sector	09	<input type="checkbox"/>	Memento Mori	13	<input type="checkbox"/>	The Witcher	10	<input type="checkbox"/>
Dating Day		<input type="checkbox"/>	Mercenaries 2: World in Flames	13	<input type="checkbox"/>	They	15	<input type="checkbox"/>
Dead Mountaineer's Hotel		<input type="checkbox"/>	Metal Gear Solid 4: Guns of the Patriots	13	<input type="checkbox"/>	Thrillville: Off the Rails	19	<input type="checkbox"/>
Death Track: Resurrection	10	<input type="checkbox"/>	Midnight Club: Los Angeles	20	<input type="checkbox"/>	Tom Clancy's EndWar	25	<input type="checkbox"/>
Devil May Cry 4	08	<input type="checkbox"/>	MySims	14	<input type="checkbox"/>	Tomb Raider: Anniversary		<input type="checkbox"/>
Disciples III: Renaissance		<input type="checkbox"/>	Naruto: Rise of a Ninja		<input type="checkbox"/>	Tony Hawk's Proving Ground	10	<input type="checkbox"/>
Donkey Xote		<input type="checkbox"/>	Naruto: Ultimate Ninja 2	08	<input type="checkbox"/>	Top Spin 3		<input type="checkbox"/>
Dragon Ball Z: Budokai Tenkaichi 3		<input type="checkbox"/>	Nascar 08		<input type="checkbox"/>	ToW		<input type="checkbox"/>
Dragon Blade: Wrath of Fire		<input type="checkbox"/>	NBA 2K8		<input type="checkbox"/>	Ultimate Mortal Kombat	20	<input type="checkbox"/>
Drakengard: The Dark Eye		<input type="checkbox"/>	NecroVision	11	<input type="checkbox"/>	Uncharted: Drake's Fortune	22	<input type="checkbox"/>
DUSK-12		<input type="checkbox"/>	Need for Speed: Pro Street	14	<input type="checkbox"/>	Undercover: Dual Motives		<input type="checkbox"/>
Ed, Edd and Eddy: Scam of the Century		<input type="checkbox"/>	Neuro		<input type="checkbox"/>	Universe at War: Earth Assault		<input type="checkbox"/>
Empire Above All		<input type="checkbox"/>	NHL 2K8		<input type="checkbox"/>	Unreal Tournament 3	09	<input type="checkbox"/>
Empire Earth III	22	<input type="checkbox"/>	Ninjatown		<input type="checkbox"/>	Valkyrie Profile 2: Silmeria	23	<input type="checkbox"/>
Empire: Total War	20	<input type="checkbox"/>	Numen		<input type="checkbox"/>	Vendetta		<input type="checkbox"/>
Escape From Bug Island		<input type="checkbox"/>	Obscure 2		<input type="checkbox"/>	Vendetta. Kill Boss		<input type="checkbox"/>
Escape from Paradise City	11	<input type="checkbox"/>	Operation Flashpoint 2: Dragon Rising	09	<input type="checkbox"/>	Viking: Battle For Asgard		<input type="checkbox"/>
Eternal Sonata		<input type="checkbox"/>	Overclocked		<input type="checkbox"/>	Vision Training (tentative title)		<input type="checkbox"/>
Europa Universalis III		<input type="checkbox"/>	Perry Rhodan		<input type="checkbox"/>	War Rock		<input type="checkbox"/>
Everlight		<input type="checkbox"/>	Pro Evolution Soccer Wii (Provisional Title)	18	<input type="checkbox"/>	Warfare		<input type="checkbox"/>
Far Cry 2	23	<input type="checkbox"/>	PlayTV		<input type="checkbox"/>	Warhammer Online: Age of Reckoning	15	<input type="checkbox"/>
Ferrari Challenge		<input type="checkbox"/>	Prisoner of Power		<input type="checkbox"/>	Windchaser		<input type="checkbox"/>
FIFA 08	25	<input type="checkbox"/>	PT Boats: Knights of the Sea	12	<input type="checkbox"/>	WipEout HD		<input type="checkbox"/>
Final Fantasy Tactics: The War Of The Lions	23	<input type="checkbox"/>	Race 07		<input type="checkbox"/>	Witches (provisional title)		<input type="checkbox"/>
Folklore		<input type="checkbox"/>	Rat Hunter	15	<input type="checkbox"/>	World of Warcraft: Wrath of the Lich King	08	<input type="checkbox"/>
Foster's Home for Imaginary Friends:		<input type="checkbox"/>	Ratchet & Clank: Tools of Destruction	15	<input type="checkbox"/>	XIII Century: Death or Glory		<input type="checkbox"/>
			Rayman Raving Rabbids 2		<input type="checkbox"/>			



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